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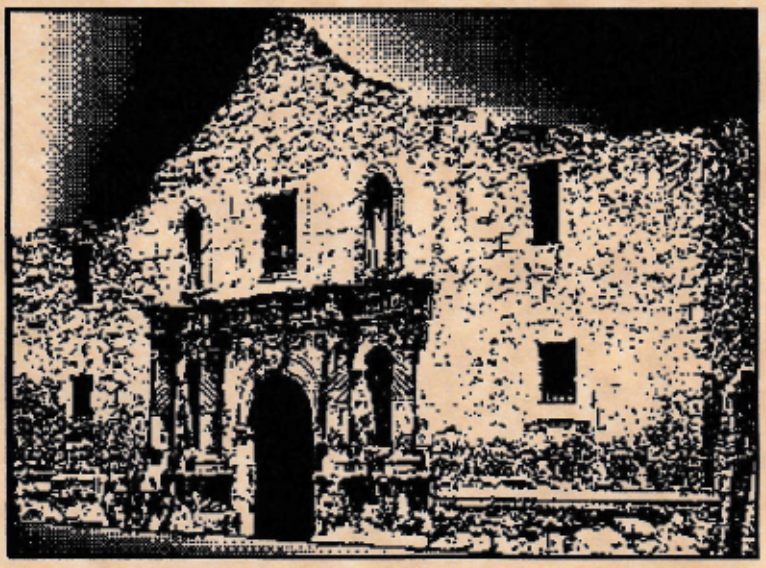
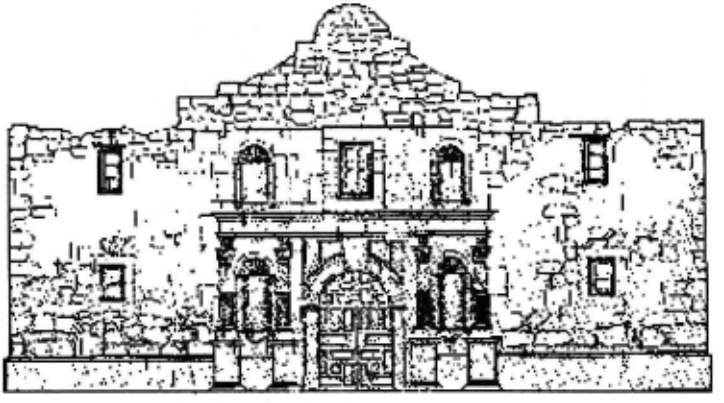


DEFEND THE ALAMO!

VICTORY OR DEATH!!

For IBM and Compatible Computers

DEFEND THE ALAMO!



ISI

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Software and User's Guide

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DEFEND THE ALAMO!

Dedicated To The Fallen...

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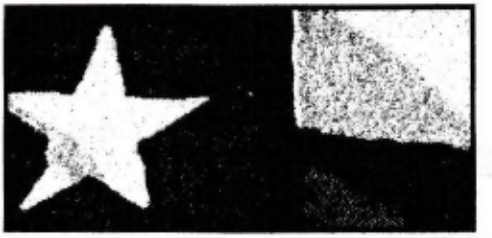
Prelude...



March 6, 1836

At 4 am, the lone bugler stirred. He could lie still in the Texas cold no longer. He arose and faced the forbidding walls 250 yards away. A call to arms burst forth from his bugle, and was joined by the cry of "Viva Santa Anna" from a thousand hoarse throats. Massed infantry columns charged the dark fortress and their feet sounded a drum roll to accompany the now blaring Duegello. No quarter, death to the infidels. There would be no prisoners taken today.

Inside the walls, 182 men stoically faced the thousands. There was no fear in this place. They had already chosen death rather than retreat. Suddenly, from a dozen or more positions, the defender's cannon roared to life and bathe the famous fortress in an eerie light. The siege of the Alamo was over, the battle of the Alamo had begun...

What you will need

- An IBM PC/AT or compatible.
- 640K of RAM memory.
- VGA display capability.
- A hard disk with at least 1.5 MB of free space.
- DOS 3.0 or higher.
- A mouse is highly recommended.
- Sound Blaster or compatible sound card is optional.

Installation

Start up your computer with DOS 3.0 or higher.
Insert the **Defend The Alamo!** disk into your floppy drive and set the system to that drive.
Type **INSTALL** and press Enter.
Follow the on-screen prompts to complete the installation.

Getting Started

After you have installed the program, Type **DTA** and press enter to start up the game. The title screen will appear. Press any key and you will be presented with a three dimensional representation of the fortress Alamo. From the menu bar, select **File**, and then **New Game** to relive one of the most famous battles in American history!

Beginning a New Game

When a new game is started you will be presented with a series of Strategy, Reinforcement, and Simulation Level options as follows:

Santa Anna's Strategy

Balanced	Mexican troops will develop a logical siege and assault pattern.
Aggressive	Mexican forces will attempt to take the Alamo as rapidly as possible. They will be willing to take heavy casualties in the process.
Cautious	Mexican forces will develop a slow but steady approach. This option will most closely represent the actual historical siege.
Chaotic	Santa Anna will adopt the strategies of a madman. They will be totally random.

Texian Reinforcement

Historical	You must send messengers and hope for some help to arrive. If you're successful, volunteers will come!
Fannin Arrives	Fannin and his 350 men may be able to reinforce the Alamo.
Random	Will Fannin arrive? Which colony will come to your aid? Choose this option for random reinforcement.

Simulation Level

Moderate	Less difficult than normal level
Normal	Normal game playing level
Difficult	Highest difficulty level

Initial Troop and Cannon Placement

When a game is started, one of the Alamo's colonels will brief you on the status of your troops, firepower, and the enemy's early positioning. You will be asked to position your troops and will be presented with a two dimensional representation of the Alamo fort. Your men and cannon will be awaiting your orders in the plaza. Move the mouse until the pointer is situated on one of your platoons and click. The Texian command window will now display information pertaining to the selected platoon. To move a selected platoon, move the pointer to the new position that you wish to place it and click once more. The marker will then appear at that position.

Mexican flags may represent many soldiers. Click on them with your pointer to find out the exact number, but you won't have to worry about placing these men. Santa Anna will do that on his own!

Fire Positions

From *most* areas, only the outermost position of the fort's perimeter will allow fire to be directed outside of the fort. You must place your platoons at the position nearest to the exterior wall in order for them to direct fire outward.

There are certain areas that are not along the exterior wall that will direct firepower outside of the fort. These positions are on top of the two story barrack structures, which command a view and firing line both over the western and eastern walls, and in the chapel which has firing lines north, south and east. The men and cannon must still be placed along the barracks or chapel edge facing the direction to which you want their fire directed. Most Corner positions can fire in multiple directions.

Orientation

We have tried to present you with a tactical game that is easily playable, and that gives you as live a "feel" as possible. To this end we have designed a unique "Battle Control Interface" that will present you with on going textual reports, graphic representations of the battle in progress, and a user friendly "point and click" environment.

The right side bar, consisting of four directional graphic windows, will give you visual and textual updates of the battle's progress. The bottom of the screen functions as the main Texian command window, center screen is reserved for various representations of the fortress, live action, and maps of troop and cannon emplacements.

At various times during the siege, windows may open on the upper left portion of the screen updating you on immediate happenings such as casualties and damage occurring to your walls during Mexican bombardment.

At the top of the screen reside the menu bar choices: **FILE, COMMAND, PREFERENCES, and HISTORY.** Across from the menu bar reside the game clock, daylight marker, day counter, and score counter. To pause the game at any time, just select any menu bar option.

Most of the commands in the game can be given by simply clicking on a button. Command buttons which are active are grey with black text. Buttons that are not active at the moment have light grey text.

Troop Representations

Texian Markers

The Alamo garrison's markers consist of rectangular representations of the "Lone Star" flag, cannon are represented by a small cannon illustration. Special markers bearing the letters **'T'**, **'C'**, and **'B'**, represent the platoons commanded by William Travis, Davy Crockett, and James Bowie. The platoon bearing the letter **'M'** represents your messenger platoon.

Each Alamo marker represents one platoon of three to twelve defenders, each Alamo cannon marker represents one cannon and its cannoneers. Not all Alamo platoons and not all Alamo cannon are equal. Some Alamo platoons are equipped with three rifles per man, others two, and still others, only one. The messenger platoon does not carry any rifles.

The same goes for Alamo cannon, various cannon are much more powerful than others. The power of the cannon is denoted by its "weight", such as 18 pounds or 4 pounds. This weighting system referred to the weight of the cannon ball that the weapon fired. The 18 pounder was the Alamo's biggest and most powerful man killer. Alamo cannoneers are each equipped with one rifle, and you have the option of "dropping" or leaving your cannon and firing the rifles during the battle.

Platoon Status

During various phases of the game your platoon markers may change color to represent different conditions as follows:

Riflemen

Background Color	Condition
Blue	Ready
Red	Casualties taken
Grey	Game turn is over
White	Reloading or out of powder

Artillery

Background Color	Condition
Brown	Ready
Red	Casualties taken
Grey	Game turn is over
White	Reloading or out of powder
Green	Cannon is unmanned

Mexican Markers

Mexican troop placements are represented by the flag of the Federacion of Mexico. Cannon positions are also represented by a small cannon illustration. To find out the strength of, and other information about a Mexican marker, just click on it.

Getting Troop Information

Whenever you click on a Texian platoon, the Texian command window will change and display that platoon's command button set, the out of fort directional fire indicator, and other information as follows:

Rifle Platoon Information:

Platoon Name, Platoon number, the number of men, status, number of rifles, amount of powder, number of volleys, and the names of the men.

Artillery Platoon Information

Platoon Name, Platoon number, the number of men, status, cannon type, amount of powder, number of shots, and the names of the men.

Mexican Platoon Information

When you click on a Mexican marker, a small window will open on the screen indicating the name, strength, and other applicable information concerning the marker.

Note: Any time a Texian platoon has taken casualties, the names of the fallen will be written in light grey color. When any platoon has taken 100% casualties, its marker will be removed from the map.

Game Phases

There are two distinct "Phases" of **Defend The Alamo!** game play. They both effect game time, platoon movement, and game turns. They are known as the "Tactical Phase" and the "Battle Phase".

Tactical Phase

The tactical phase of the game allows you to send out messengers, sortie against Mexican positions, knock out Mexican artillery with counter battery fire, reposition your troops, and generally take stock of the situation. The Texian command window will reflect these options. Most simply put, the tactical phase of the game occurs whenever the Alamo is not under a direct assault from Mexican forces.

Game Time:	Measured in 15 minute intervals.
Troop Movement:	Unlimited.
Game Turns:	Unlimited. You may select any of the available options at any time you wish.

To move a rifle or artillery platoon, first "click" on the platoon that you want to move, then click on the area that you want to move the platoon to. The platoon will immediately appear at the new location.

A word about the artillery pieces. For the sake of game play and a clean interface, we have chosen to let you move the artillery pieces at the same rate as rifle platoons in the tactical phase. It is assumed that every available man in the Alamo garrison would lend a hand in moving the artillery when the Alamo was not under direct attack from Mexican forces.

Texian Command: Tactical

The Texian command window during a tactical phase will present the following options:

Messenger
You may want or need to send out messengers in the hope of getting reinforcements. If the messenger gets beyond the siege area he will head for the colony that you selected. Watch out for the Mexican Cavalry!

Counter Battery Fire
Allows you to engage the enemy in an artillery duel. You might be able to knock out a Mexican cannon emplacement, enhancing your chances for survival. Keep in mind that some cannon are more effective than others and that it's easier to target a Mexican battery in the daylight. Watch for the results in the directional windows.

Sortie
William Travis, Commander of the Alamo Garrison, was a proponent of the "active" defense. This option allows you to send men out of the fort to knock out a cannon or to harass and kill enemy troops. Follow the on screen prompts to complete a sortie. Watch out though, this could be a dangerous assignment. Don't forget to allocate gun powder to the sortie platoon and keep in mind that your rifle range is greater than theirs!

Time Pass
Use this selection to bypass the clock and accelerate the game to the next action event.

Battle Phase

The battle phase of the game occurs whenever the Alamo is under direct assault from the Mexican forces. The directional graphic windows keep you informed of the Mexican advance on the fort. In addition, a series of small red markers will appear on your fort map to indicate where the Mexican soldiers will hit your walls.

In this phase of the game the Texian command window will present options that deal strictly with repulsing the attack.

Game Time: Measured in 10 second intervals.
Troop Movement: Limited.
Game Turns: Turn based.

To move a rifle or artillery platoon "click" on the platoon that you want to move. A series of "white squares" will appear around the platoon indicating all legal move locations

Rifle platoon movement is generally limited to ten yards or two "moves" per turn. A move involving a change in elevation will generally count as two moves.

Artillery platoon movement is limited to five yards or one "move" per turn. The movement of an artillery piece to a different elevation during battle phase will require the use of a ramp.

You can make all the legal moves you want during your "turn". When you are finished, select **PASS** to give Santa Anna his turn. If you make no moves during any five second period, the game turn will automatically be passed to the Mexican forces.

Texian Command: Battle

The Texian command window during a battle phase presents the following options:

CANNON
Commands your artillery pieces to fire by direction or in the fort. Click on the direction (**NORTH SOUTH EAST WEST**) that you want to fire to, or click on **INFORT** to turn your artillery on Mexican troops inside the fort. Select **EXIT** if you decide that you do not want to fire.

RIFLES
Commands your riflemen to fire by direction or in the fort. Click on the direction (**NORTH SOUTH EAST WEST**) that you want to fire to, or click on **INFORT** to turn your rifles on Mexican troops inside the fort. Select **EXIT** if you decide that you do not want to fire.

MELEE
Commands all platoons in position to fight "Hand to Hand" to do so. To be in position to melee, a platoon must be directly adjacent to a Mexican platoon marker.

PASS
Use this option to pass the "Game Turn" to Santa Anna and the Mexican Army.

Platoon Control
You can command any platoon individually during a battle phase by clicking on it. The Texian command window will then display the following commands.

FIRE OUT
Commands your Rifle or Artillery platoon to fire out of the fort in the default direction.

FIRE IN
Commands your riflemen or cannoneers to fire into the fort at a specific Mexican platoon.

MELEE
Commands the platoon to fight "Hand to Hand" with any Mexican platoon it is adjacent to.

TAKE CAN
Commands a rifle platoon to "take" or man an abandoned artillery piece. To be in position to man an artillery piece, a rifle platoon must be positioned directly on top of an unmanned cannon marker.

DROP CAN
This option turns your cannoneers into riflemen. When you choose this option your men abandon the cannon and function as a rifle platoon. Any gun powder designated to the cannon will remain with it.

+ PWDR
Allows you to allocate powder to an individual cannon or rifle platoon. You must have enough powder in reserve in the powder room. You cannot replenish powder during a Battle Phase.

- PWDR
Allows you to put powder back in the store room. The amount of powder used depends on the size of the weapon, the 18 pounder consumes the most, the muskets consume the least. You cannot return powder to the store room during a Battle Phase.

A note on powder: You can always quickly tell the amount of powder that you have in reserve by checking the powder room counter in the Alamo Chapel.

EXIT
Choose this when you are finished with the platoon.

Notes

Movement and Melee
Should the need arise, you can initiate a platoon level melee by simply moving the platoon adjacent to any Mexican marker.

Out of Fort Fire
Should a rifle or artillery platoon be in position to fire out of the fort in multiple directions, the platoon's Out of Fort Directional Fire Indicator will show these choices. The program will default to the closest possible target. Should you want to fire in a direction different from the default, click on the active direction button that you wish to fire to.

In Fort Fire
Should a rifle or artillery platoon be in position to fire in the fort at multiple targets, alternate targets will be high lighted in grey, with the default target high lighted in black.

The program will default to the closest possible target. Should you want to fire at an alternate target, click on the alternate target that you wish to fire upon.

The Menu Bar

Along the top of the screen are the menu bar selections. These choices include the following:

F1 File

About DTA!	Version, authors, and copyright information.
New Game	Start a new game.
Load Game	Load a previously saved game.
Save Game	Saves the current game in progress.
Delete Game	Deletes a previously saved game.
Quit	Quits **Defend The Alamo!** and returns to DOS.

F2 Command

War Room
Moves you into the war room. Here you will be able to get vital information on the progress of the siege including the strength of the enemy, both in the field and in the town, the status of the messengers, the relative strength of the walls, the status of your gun powder, the men's morale and other vital statistics.

Change Map
Use this option to move between the fort and battle maps throughout the siege.

Set Cannon Shot
Globally set the number of rounds that each cannon has available to fire. This command is available during Tactical Phases.

Set Rifle Volleys
Globally set the number of rifle volleys that each rifle platoon has available to fire. This command is available during Tactical Phases.

Move to Fire Position
Globally move the Alamo defenders to the nearest position that will allow them to fire out of the fort. The platoon must be within five yards or one "move" of a fire position.

Move from Fire Position
Globally move the Alamo defenders to the nearest non firing position.

Drop All Cannon
Globally order all cannoneers to stop manning their artillery and revert to riflemen.

Take All Cannon
Globally order all platoons in position to man an abandoned cannon to do so.

F3 Preferences

Use this option to set the following program preferences:

Sound

Sound Blaster	Sound board owner's may select Sound Blaster for digital sound.
PC Speaker	Select PC speaker for non digital sound.
None	Turns off sound effects.

Input Device
Mouse or Keyboard. A mouse is highly recommended.

Messages
Minimum or Maximum. Allows you to control the amount of messages you receive during the game.

F4 History

Historical essays on The story of the Alamo, its main characters, and the weapons they used. See appendix B

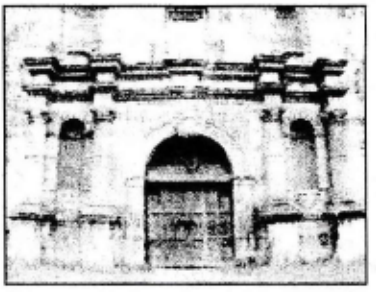
Time, Daylight, Siege Day, and Scoring

To the right of the menu bar are the time, daylight marker, day counter, and score counter. The time indicator presents "Alamo time" in military format. The daylight indicator, when yellow, means that visibility is high. When its grey, visibility is low. There are situations in the game when visibility, or the lack of it, could work to your advantage. The day marker lets you know the current day of the siege. The score counter gives you your current "score." It is included only as a reference point for your progress in different DTA! games.

Hold it right there!

At some point during the game a Colonel may challenge you with the phrase "Hold it right there!" He will then ask you for a specific word from a specific page and location in this manual, give it to him. Some of the colonels had notorious tempers. If you give the wrong password, or don't know it, they are liable to throw you out of the Alamo!

Tips for Defending The Alamo!



Colonel William Barret Travis and the men of the Alamo hung on for 13 days and dealt a severe blow to the besieging Mexican army. Had they been able to hang on for another week they may very well have been relieved. You would do well to last as long as Colonel Travis, but you might do better. Your goals are to wreak as much destruction on the besieging army as possible, and make it too costly for Santa Anna to continue the siege. Therein lies the key to victory.

There will be opportunities to best Travis's great showing if you play all of your strengths and minimize your weaknesses. You should place your men and cannon carefully, utilizing the Alamo's strong points for your firepower. The Alamo was basically a large rectangle, its corners were capable of multi-directional fire. The barracks, a two story building, provided a good line of fire in several directions.

Be proactive and don't be afraid to reposition the men and equipment, according to the dictates of the changing situation. Send messengers because like Travis before you, you will have to get some aid in order to have any chance of survival. Keep in mind the lives of Bowie, Travis, and Crockett are vital to your men's morale.

Once the Mexicans place their cannon, they will begin an unceasing bombardment. A battery will fire a round every 15 Alamo minutes. The closer the Mexican cannon, the greater the potential damage that can occur. Your men and your walls are always at risk from a functioning Mexican battery. A breach in your walls will place you under the most severe assault, be forewarned. Sortie or use counter battery fire against enemy artillery, but be careful, you don't have the luxury of wasting men or powder. Artillery positions at greater distances are harder to hit than closer ones. It is very hard to target an artillery piece at night, but the cover of darkness may aid you in a sortie.

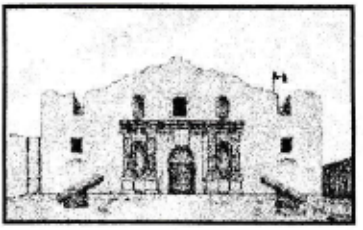
When the Mexicans charge, your two main goals, destruction of Mexican soldiery, and survival may be at odds. You may be able to kill more Mexicans by luring them into closer range, but you will also deplete your powder. Be aware that some Mexican columns have been known to feint an attack. Generally if a Mexican column has moved to within eighty yards off your walls, it has bad intentions! The Mexicans also gain in confidence if their casualties are light as they approach, and it is harder to drive them away. They may begin shooting at your positions when they get within their outside musket range, about 140 yards.

La Villita

A special word on a very special situation. Just southwest of the Alamo, and within 90 yards, was a group of shacks and Mexican jacales. This place was known as La Villita. Possession of this strategic location would have afforded Santa Anna a place to entrench his cannon and provide cover for his infantry. The Alamo walls could not have stood for one day under shelling from this close. Early in the actual siege of the Alamo, the Mexican army made a major attempt to seize La Villita and were repulsed.

In order for you to be successful in defending the Alamo, you too will have to fend off the Mexican initiative at La Villita. Since a Mexican artillery piece here will be entrenched and heavily fortified, counter battery fire may not work. You might have to sortie out with your most powerful platoons in order to drive the enemy out and destroy La Villita. Unless you stop them here, your future will be grim.

Historical Debate: Casualty Estimates



The battle of the Alamo is forever enshrouded in the mists of history. There were basically no Texan survivors of the battle. The few who actually lived were mostly women and children who were mainly sheltered in the chapel and did not get an overall view of the happenings. We are left with the Mexican accounts of the battle, and with the various letters that were sent out from the Alamo itself.

When it comes to the events of that climactic day, we can only turn to the testimony of several Mexican soldiers and officials. The problem is that even these accounts vary dramatically as to what actually occurred. A strong case can be made for any Mexican casualty rate varying all the way between 200 and 2000 men killed and wounded!

A Sergeant Beccerra of the Mexican army placed the Mexican killed at over 2000 troops. Santa Anna estimated the Mexican killed at under 100, with 300 wounded. Santa Anna also estimated the Texan dead at 600! Even though Santa Anna has been proven a liar, there are those recent revisionist historians who have been whittling away at the estimates of Mexican dead until they have recently arrived at nearly the same figures as those presented by the self serving Santa Anna!

Perhaps the "best" evidence can be ascertained from the accounts of Francesco Ruiz, the Alcalde of San Antonio during the siege, and Mr. Ramon Caro, Santa Anna's personal secretary. Mr. Ruiz was given the dreary task of disposing of both the Texan and Mexican dead. Mr. Ruiz counted over 1500 slain Mexican troopers and 182 Texans. Mr. Caro was questioned as to Mexican casualties at the Alamo after the battle of San Jacinto. Mr. Caro stated that 1544 Mexican soldiers, representing "the flower of the Mexican army," were killed at the Alamo. Mr. Caro also stated that the Texans fought more like demons than men. Both statements obviously strongly corroborate each other.

Years after the siege Santa Anna himself admitted to 1000 Mexican casualties. Choose your own authority. The game plays according to certain fire factors mixed in with military probability mathematics. The results strongly support higher levels of Mexican casualties than those first given by Santa Anna.

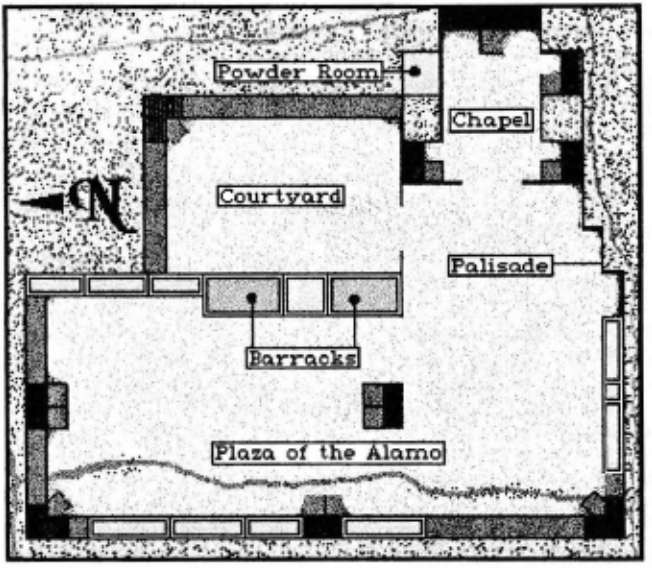
The day to day happenings during the siege are also difficult to unravel. Different days are given by different participants for the same happening. Everything is compounded by the fact that 1836 was a leap year. The number of Mexican probing attacks is not fully established, nor the number of Texan sorties.

It is known that there was an important thrust made by the Mexicans early in the siege, and that there were many small attacks and demonstrations throughout the siege. We have erred on the side of game interest and playability and have presented you with a somewhat more aggressive Santa Anna.

Could the Alamo have held? On March 9th, Sam Houston was in Gonzalez, there was great interest in reinforcing the Alamo at the Texan convention. Goliad had not yet fallen. Had Travis and his band hung on for a few more days, maybe, maybe, maybe...

Appendix A

The Fortress Alamo



The "Fortress Alamo" as it probably appeared at the time of the battle. The Alamo compound consisted of a rough rectangle enclosing about 3 acres of land. Its total perimeter measured over a quarter of a mile. This would have required a huge garrison of over a thousand men to properly defend. The weakest point of the Alamo defenses was the 75 foot gap between the chapel and the south wall which was fortified during the battle by a wooden palisade and defended by Crockett and the Tennessee Volunteers.

The "land-locked battleship" presented many more weaknesses than strengths as a fortress.

Appendix B Historical Essays

The Story of The Alamo

The battle of the Alamo is one of the defining moments in American history. It can be said that this tiny band of brave men forged a nation and opened the golden west for United States expansion. For if the Alamo had fallen too quickly, or if Santa Anna's losses were very low, he would have been able to sweep northeast and crush the Texas revolution almost before it had begun.

The story of the Alamo is also an emotional event. It helped to define the American character. The commitment to an ideal, despite overwhelming odds, and the certainty of death.

In February of 1836 the Texans were in open rebellion against the government of Mexico. They had no army to speak of, but were faced with the imminent arrival of the very real army of Generalissimo Santa Anna.

About one hundred fifty Texans under the command of James Bowie and William Travis had withdrawn into the old mission Valero, the Alamo, as the vanguard of the Mexican army arrived on February 23, 1836. After rejecting the Mexican's demand for an unconditional surrender by firing their largest cannon, the Texans were subjected to a fierce twenty four hour cannonade. On February 24th, assuming total command from the incapacitated James Bowie, Travis wrote one of the most famous letters in American history.

Commandancy of The Alamo
Bexar, Feby. 24 1836
To the people of Texas and all Americans in the World-Fellow citizens and compatriots: I am besieged, by a thousand or more of the Mexicans under Santa Anna. I have sustained a continual bombardment and cannonade for 24 hours and have not lost a man. The enemy has demanded a surrender at discretion; otherwise the garrison are to be put to the sword, if the fort is taken. I have answered the demand with a cannon shot, and our flag still waves proudly from the walls. I shall never surrender or retreat. Then I call on you in the name of Liberty, of Patriotism and everything dear to the American character, to come to our aid, with all dispatch. The enemy is receiving reinforcements daily and will no doubt increase to three or four thousand in four or five days. If this call is neglected, I am determined to sustain myself as long as possible and die like a soldier who never forgets what is due to his own honor and that of his country.
Victory or Death.
William Barret Travis
Lt. Col. Comdt.

The letter was meant only to be heard as a plea for help, mainly to the other Texan colonists, but eventually Travis's words reverberated around the world. Despite this letter, and several other stirring requests for reinforcements, mostly directed to Colonel James Fannin at Goliad, only a small group of thirty two brave souls from Gonzalez ventured forth to help the men of the Alamo. The indecisive James Fannin, commander of four hundred troops, actually began a relief move, but he turned back when he ran into some minor logistical problems.

Outside the walls of the Alamo Mexican forces would grow daily to reach a peak size of approximately five thousand troops, supported by some twenty cannon. The Mexicans consolidated their positions daily with a series of progressive entrenchments and cannon battery placements.

Mexican bombardment was ceaseless, feints and probing attacks came daily, and the blood red banner of death flew above the Mexican position for all to see.

Inside the Alamo were one hundred eighty two brave souls. They had the support of approximately fifteen cannon. The men of the Alamo began the siege full of hope that they would be relieved. They ended the siege with the full knowledge that their only relief would be death. But they never flinched. On March 5th, 1836 Colonel Travis told his men what they already had guessed, that no help would come, and that to stay in the Alamo would mean certain death. He also told them that the damage they could do to the Mexican army on the final day would weaken Santa Anna so much, that it would be worse for him than a defeat. He then drew a line in the dust, and asked those who would stay to cross the line. All, save one, chose to cross that line, the line that separated the living from the dead, the line that marked the boundary to glory.

In the early morning hours of March 6, 1836, after breaching the eastern side of the north wall with sustained point blank cannon fire, the army of Generalissimo Santa Anna launched an all out assault on the walls of the Alamo. The Mexicans attacked in Napoleonic columns, from all directions. They were driven back once, and then again.

Letters home from Mexican recruits would speak of the "extreme terror" and of the incredible accuracy of the Texan rifle and cannon fire. Whole battalions would be decimated, and yet they came on again, and again, and again.

When the Mexican army reformed its ranks for the third assault, there were no cowards taking their positions. It took a brave man to make a third run on the foreboding walls of the Alamo. During the third assault, the Mexicans executed a crucial maneuver. They shifted their attack, mid charge, toward the North wall. The charge from the west swerved north, the eastern assault swerved North. The southern attack swerved to the West. The defenders of the Alamo's north wall, the wall with the breach in it, found themselves suddenly facing an attack three times as strong as the previous ones. Men were pulled from the western walls to help out, but no artillery could be moved on so short a notice. They would stand now, or fall, forty or fifty men against two thousand or more.

With Texans moving from the western wall to help out the north, the Mexican move on the west, gained a foothold. The incredible numbers spilling into the northern breach were impossible to keep out (why didn't Travis move a cannon to cover the breach a day earlier?). Suddenly the men on the northwest wall were being hit from both the breach area, and from the soldiers assailing the wall in front of them. The Texans had to retreat or die right there. The Mexicans poured in "like sheep." Travis was killed at his post, a single musket ball in his forehead. The men on the southwest, engaged in a desperate struggle of their own, also had to withdraw. They were now being shot at from the North. So, the north wall fell, the west wall fell. The southern palisade, incredibly, was still held by Davy Crockett and the Tennesseans. They were suddenly plunged into a mad swirl of fighting against the troops pouring in from the West. Don't buy the recent capture and execution of Crockett that the revisionist historians are selling. Someone may have been captured, but Davy was found among a heap of Mexican dead, near the barracks that he was trying to reach.

The battle of the Alamo now contained little strategy. It was simply expect no mercy, kill or be killed. It took probably less than an hour for the battle to end within the fort. James Bowie may have been among the last to die. The Mexicans found him, on his cot, already dying of pneumonia, but not so far gone that he couldn't take several troops with him into eternity.

By 8 a.m. on Sunday morning March 6, 1836, the battle of the Alamo was over. The Texans lost 182 brave men. Santa Anna's losses were extraordinarily high. Total casualty estimates range as high as 2000. The Alcalde of San Antonio, Francisco Ruiz, had the task of disposing of the Mexican dead. He counted over 1500. Ramon Caro, Santa Anna's secretary, said that 1544 Mexican troops were killed during the battle of the Alamo.

The man to whom Travis looked to for help, James Fannin stayed on at Goliad until he was ordered to leave by Sam Houston following news of the Alamo's fall. The mercurial Fannin delayed again, finally leaving Goliad on March 19th. His timing was tragically perfect, he and his troops were caught in the open, only one mile from the protective timber of Coleto Creek by General Urrea.

Fannin's four hundred men formed a classic Napoleonic infantry square in the middle of an open area appropriately called the "plain of the lost." An all day fight ensued, Fannin himself was injured. Many of his men wished to fight to the death. Fannin chose what he believed to be an honorable surrender with terms. He should have known better.

On March 27th 1836 the men of Goliad thought that they were being led to ships which would send them home. Instead, they were marched out and executed under the orders of General Santa Anna. Colonel Fannin, who was too injured to walk, was executed alone at Goliad. It is said that he met death with quiet dignity. Approximately twenty seven men escaped to carry even more news of Santa Anna's butchery.

Santa Anna himself was forced to linger in San Antonio for several more weeks, and his army never recovered from the pounding that they took from those few brave men. He later pursued Sam Houston's Texan army across Texas finally "catching" them at the junction of Buffalo Bayou and the San Jacinto River. The Generalissimo's forces totaled about fifteen hundred, Houston's about eight hundred. The battle took place on April 21st.

Santa Anna was sure that he had cornered the Texans and that he would destroy them at his leisure. Instead, the Texans surprised him, advancing on the napping Mexican army in broad daylight. The actual battle took only twenty minutes, the Mexican army was utterly destroyed. The carnage afterward took much longer, as the Texans exacted a terrible revenge for the events of Goliad and the Alamo.

The battle cry of the Texans that day rings down through history....
"Remember The Alamo!"

James Bowie

Adventurer, knife fighter, businessman, hero. James Bowie was all of these and more. Born in Logan County Kentucky in 1795, but raised in the wild bayou country of Louisiana, Jim Bowie was one very complex, and controversial man.

James was the youngest, and wildest, of the three Bowie brothers. He early on developed a wanderlust and thirst for adventure that would always be with him, and would ultimately lead him to his death in the Alamo.

He spent his childhood among the untamed Cajun population of Louisiana, and became quite adept at the Frenchmen's dangerous games. Among his early hobbies were wild alligator riding and steer roping in the backwoods bayous.

Jim grew to be six feet one inch and weighed, they say, a solid 180 to 190lbs. He was a physically imposing man for his time, possessing an uncanny agility and nerves of steel. Assets that would benefit him in several savage encounters.

He was a man that seemed drawn to danger like a moth is to flame. After an early, and successful sawmill partnership with his brothers, Jim decided that the business was too tame. He elected, along with Rezin and John Bowie, to get involved in slave trading.

The Bowie boys neatly circumvented the spirit of the law, but stayed within the letter, by merrily turning all their imported slaves directly to local law agencies. Then as their reward, they were able to buy back the slaves at 50% of the market value. They pocketed a tidy sum on the subsequent resale.

Running slaves in the old southwest was a dangerous business, one in which a man dealt with many a dangerous acquaintance. It was during these years that the legend of James Bowie began to grow. James' main contact in slave running was the infamous buccaneer, Jean Lafitte. Although Jim would later shoot Lafitte's son in a duel, it appears that his relationship with the pirate remained courteous.

His relationship with others, however, was not so courteous. Newspaper and spoken accounts have placed Jim at the center of many a deadly encounter. The most famous being his action at the duel on the Vidalia sandbar off of old Natchez, also known as "the bloodiest duel". The upshot of this affair was a duel turned into a bloody brawl when the main participants failed to even nick each other. After Jim was severely wounded in an exchange of gunfire, an old enemy, Major Norris Wright, tried to finish him off with a swordcane. Unfortunately for Norris, Bowie was far from finished, and sent Wright to the promised land with one slash of the famous knife.

Several accounts have Jim killing another of Wright's friends before the fracas was over. The legend grew rapidly from this point on. Duels and one on one knife battles. Fighting with his wrist bound to his opponents, fighting while tied to a log, and fighting alone in a deserted house at night against an opponent armed with a sword. Bowie always the victor. Bowie, the deadliest man alive.

Bowie and the Bowie Knife. Initially Designed by either James or his brother Rezin, later perfected for Jim by Arkansas blacksmith James Black, this knife has become the American Excalibur, and Jim truly had a mystical trust in the awesome blade. It once saved his life, when attacked by three desperadoes simultaneously, he killed them all.

Jim turned from slave trading to land speculation, and Texas was one place full of land to speculate in. While in Texas in 1830 Jim met, courted and married the beautiful Ursula Verimendi, daughter of the vice governor Texas. With a brief time out to search for a fabled lost silver mine, where he became involved in a very early frontier version of Custer's Last Stand (in which Jim and ten others won against nearly two hundred Indians), Bowie began to settle down. He had two children, a boy and a girl. Life seemed perfect, then tragedy struck.

Bowie's wife and children died as the result of a plague that was sweeping the southwest, Jim himself was spared. The loss of his family nearly destroyed him, but he found a new cause in the Texas Revolution.

Some historians feel that it was William Barret Travis who made the fateful decision to hold the Alamo, but it was not. The decision was made by one James Bowie, in his own words...

"The salvation of Texas depends in great measure on keeping Bexar out of the hands of the enemy...Colonel Neil and myself have come to the solemn conclusion that we would rather die in these ditches than give them up to the enemy..."

After spending most of the siege seriously ill, it is said that James Bowie died fighting on the morning of March 6, 1836, defending the Alamo.

James Butler Bonham

The dashing James Butler Bonham, born in South Carolina on February 20, 1807, was a boyhood friend of William Barret Travis. Like Travis, he was a fiery defender of individual liberty, and would literally follow in Travis's footsteps, first into Texas, then to his death in the Alamo.

Bonham was a well educated southern aristocrat. He attended what is now the University of South Carolina, and became a gentleman and lawyer. He was a natural leader with a chivalrous instinct. Once he thrashed an opposing attorney for insulting his female client in court, then threatened to tweak the judges nose after being rebuked by the bench. Bonham was found in contempt and spent some time in jail for the incident, but gained high stature in the eyes of the local female population.

Like Travis, he moved on to Alabama to broaden his practice. While in Alabama in 1835, Bonham received a letter from his boyhood friend, William Barret Travis. The letter urged him on to Texas and spoke of the great things that were about to happen there. Not being one to hesitate, Bonham had a part in organizing the Mobile Greys, a Texas partisan force, and was in Texas by January 1836.

He arrived in San Antonio in the company of James Bowie, and is said to have carried an original Bowie knife that was given to him by the great knife fighter. Having had some experience with artillery, he was given an artillery command under Captain Dickinsen.

James Butler Bonham's flair for the dramatic, and his unbelievable courage was to manifest itself towards the end of the siege. He was sent out on a desperate mission by Travis, to seek a final answer from Fannin. Would he or would he not come to the aide of the Alamo? Fannin's answer to Bonham was that he would not reinforce the Alamo, and that for Bonham to return to the Alamo would bring certain death. Bonham answered "I will report the results of my mission to Travis or die in the attempt." James Butler Bonham knew that there would be no reinforcement of the garrison, he knew that the Alamo would fall, and he had seen the red flag of no quarter flying above the Mexican headquarters. In other words, he certainly knew that to return to the Alamo would mean his death.

At about 11am on the morning of March 3rd, a lone rider was seen approaching the main gate of the Alamo, going hell bent for leather, easily outdistancing a chasing cavalry unit. James Butler Bonham had returned.

On the morning of March 6, 1836, Jim Bonham was at his assigned post, commanding artillery inside the Chapel, where he died, defending the Alamo.

David Crockett

Davy Crockett was maybe the most legendary of all the characters that were produced by the old southwest. Born (on a mountain top?) in Tennessee, in 1786, Davy rose from a dirt poor Appalachian son to become a US Congressmen, finally to die a hero of the Alamo. In between, he would leap the gap from reality to unreality, becoming a gargantuan Paul Bunyanesque hero.

A man came into his own early on the American frontier, and Davy was on his own earlier than most. He left home at thirteen years old (!) returned to help bail his father out of debt, then left again for good.

Crockett saw service in the Creek Indian war of 1813 under General Jackson. He was a scout who served with distinction. His later dedication to Indian rights ultimately led to his defeat in congress and ushered him on his journey to destiny in Texas.

Before, congress and before Texas, there was Davy Crockett the hunter. Davy Crockett, the man's man. He must have been something, bagging over one hundred bears in a single season. Sometimes finishing them off with a knife when his musket failed. A gifted speaker and teller of tall tales, he regaled his contemporaries around the campfire with fabulous stories of the hunt. Later, in retelling those same stories that Crockett told, Davy's friends made Davy himself the hero of dozens of tall tales. It was just the beginning.

Crockett was a restless soul. He never really settled down. The pioneer process was to take title to a piece of land by simply moving onto it, stay for awhile, then move on again. During one of his stays Davy was elected a local magistrate. This was the launching pad. Although lacking in a formal education, Davy meted out justice in such a fair manner that he was subsequently elected to the state legislature. Growing ever more popular, Davy was finally elected to the US Congress.

It was during his congressional years the Crockett legend erupted. Davy was one of the first of the "new breed" of Americans to take his place at the country's seat of government. When he spoke, he spoke for the pioneers, he spoke well and they listened, and they made him a legend. The tall tales of the campfire were repeated in the press, in books and in the almanacs. Davy became nationally famous.

The man had substance though. He took on "Old Hickory" himself, President Andrew Jackson, over Indian rights. Crockett's heart was in the right place. He favored the rights of Indian's to keep their land and not be pushed west of the Mississippi. He was a little vehement in his denunciations of Jackson though, and the powerful President had a hand in Davy's defeat in the elections of 1835. Not being one to take any defeat lying down, and beginning to feel the old wanderlust stir, Davy told those who voted him out "You can all go to hell, I'm going to Texas." Davy's timing was once again impeccable, the man just sort of meandered into San Antonio in the nick of time to take part in that great legendary battle.

Upon his arrival, Davy proceeded to give the Texians one of his rousing speeches, and when he finished, he was one of them. Crockett and Bowie, apparently became friends rather quickly. Its understandable, they were the two biggest living legends of the old southwest and had quite a few tales to swap.

Crockett took command of approximately ten fellow Tennesseans and was offered a high rank by Bowie and Travis. He refused, requesting to be "a sort of high private." Travis then assigned him to a post of honor, defending the south palisade, where the Alamo was the weakest.

During the first day of the siege a Mexican soldier casually strolled well beyond what he thought was Texan rifle range. A puff of smoke appeared above the west wall of the Alamo and the Mexican soldier fell dead. Davy Crockett had taken the first kill at the battle of the Alamo.

The Mexicans tried several attacks along the south palisade, all were driven away. On the night of March 5, 1836, Davy went to visit his new, old friend, Jim Bowie for the last time. He told Bowie that the Mexicans would "eat snakes" before they penetrated the walls.

Eat snakes they did. On the morning of March 6, no Mexican soldier gained access at the south palisade. When the battle was over, Davy Crockett was found among a heap of seventeen dead Mexican soldiers, along with two of his beloved Tennesseans. The honorable David Crockett of the great state of Tennessee, had died, gallantly defending the Alamo.

Santa Anna

Antonio Lopez de Santa Anna Perez de Lebron thought of himself as "The Napoleon of the West." He was born in Jalapa, near Vera Cruz in 1794.

The man was the penultimate mercurial gambler, with a flash for the dramatic. His military career consists of a long series of gambles and side switching that eventually paid off with him becoming the president of Mexico.

He started out as a soldier in the Spanish army, for Mexico was a possession of Spain until 1821. He got a taste of the Texas revolution in 1813, when he was a Lieutenant in Joaquin Arredondo's forces. Arredondo crushed the revolutionaries, then brutalized and killed afterwards. Young Santa Anna watched, and learned well.

One bright morning in 1821, Captain Santa Anna was promoted to Lt. Colonel by his Spanish superiors. It was a reward for crushing some rebel forces in Mexico.
Santa Anna wanted to be a full colonel. He switched forces that afternoon, joining the rebels and gaining his promotion in the new Mexican army!

He proclaimed undying loyalty to Augustin Iturbi, who was leading the revolution and became emperor of Mexico. After courting Iturbi's sixty year old sister, and being promoted to Brigadier General, he launched a counter revolution against Iturbi, demanding that a republic be formed. It was the constitution of 1824 that Santa Anna helped to launch, modeled after the United States constitution. Later, with bitter irony, Santa Anna would be greeted by the Mexican flag of 1824, flying high over the Alamo as he rode into town.

Between 1824 and 1832 Santa Anna spent his time being semi-retired, putting down revolts and stopping one last Spanish attempt to take back Mexico. In 1832 he was a national hero, and a man who many believed to be the epitome of integrity and democracy. He won a general election and became president of Mexico. Then, being true to his nature, he retired again, letting his vice president run things. In 1835 he re-emerged, this time taking full autocratic power and crushing all vestiges of Democracy.

There were two revolts left to put down. He tuned up his army smashing the revolutionary idealists in the state of Zucatecas. Again, he allowed his triumphant men to rape, pillage and brutalize. Then, the Napoleon of the west turned his attention to the other revolt. The one headed up by "perfidious foreigners." The one with its vanguard unit defending the Alamo.

Tejanos

Juan Seguin

A story in its own way as intriguing as Santa Anna. Juan fought for the Texans and then later for Santa Anna! Juan Nepomucena Seguin came from an old Texas family with some wealth. The Seguin family was committed to a separate Texas.

At the time of the revolution Juan organized the Mounted Volunteers, all Tejanos, Mexican Americans committed to freedom. Seguin did not die in the Alamo. He was sent out on February 29, on a desperate mission to seek help. Later he fought valiantly at San Jacinto in the battle that ended Santa Anna's dreams of conquest.

Juan Seguin was haunted by the fact the he left the Alamo, and that the men he led into the Alamo were all killed. In an unfortunate footnote to history, prejudiced American settlers of Texas literally harassed Seguin until he was forced to return to Mexico. He later fought against the Americans in the Mexican-American war.

Gregorio Esparza

One of Seguin's volunteers, and a true hero of the Alamo. Gregorio died by his cannon in the Chapel, fighting to the end.

Gregorio brought his family with him into the Alamo. One of his surviving sons was a major source of information as to what went on during the siege.

Gregorios's beliefs ran deep and strong, he fought on the side of the Texans despite a brother who fought on the side of Santa Anna. Because of his brother, Gregorio Esparza was the only member of the Alamo garrison to be granted a burial.

Toribio Losoya

Toribio's family was one of the first in San Antonio, settling in the area in approximately 1720. Toribo was recruited by Captain Juan Seguin, and took part in the storming of San Antonio by the Texans in 1835. Toribio died in the Alamo.

William Barret Travis

Unlike his famous compatriots, James Bowie and Davy Crockett, William Barrett Travis was a virtual unknown when he arrived in Texas.

He was born in South Carolina in 1809, and he died in Texas in 1836. He was only twenty seven years old when he found himself in the eye of history, but his whole short life seemed to be in preparation for this one shining moment.

Travis early on associated himself with rebellion. He left a South Carolina academy after leading a student uprising over democratic ideals. From there, he drifted into Alabama, where he studied for and passed the Bar, thereby entering into the legal profession and honing his writing skills in the process.

He was married, had two children and then was quickly divorced, taking his young boy with him and heading into Texas in 1831. The young and dashing Travis gained quite a reputation as a ladies man, as he settled into his profession in Anahuac.

It was here that Travis' strident belief in democracy, began to assert itself. He disagreed violently with the Mexican system of justice, and with it's juryless trials. He chafed under the yoke of the regional military rule of Juan Bradburn (an American expatriate later a colonel in the Mexican Army).

His relative youth, and fiery leadership, combined into an extremely volatile mixture, almost launching the revolution three years early, in 1832.

Apparently a Texan woman was raped by one of Bradburn's soldiers. Travis organized a vigilante group to gain retribution for the crime. He tarred and feathered an unfortunate Mexican soldier, precipitating an armed clash with the Mexican army. Travis was arrested and held in the Anahuac fortress. He was released in the nick of time, as the Texans were ready to try and defeat the Mexican garrison to gain his freedom, in what surely would have been a war provoking action.

A few years later Travis was involved in another clash with Mexican troopers, this time losing favor with his Texan contemporaries, who had now separated into a "War Party" and a "Peace Party". In explaining himself to his friend, Jim Bowie, he flashed the literary fire that was shortly to become world famous in his renowned letter from the Alamo of February 23, 1836. In 1835 he wrote "...I am determined, for one, to go with my countrymen: right or wrong, sink or swim, live or die, survive or perish, I am with them."

In late 1835 full blown hostilities broke out. Travis gained a captaincy in the cavalry, and then later, a full commissioned colonelcy. He was assigned to the Alamo by Texan governor Henry Smith. He did not want to go. He was unofficially out ranked by the famous James Bowie. Go, he did however, and after much bickering with Bowie, fate moved her hand. Bowie was taken suddenly very ill and command passed to Travis. He was up to it. His moving letter of February 23, 1836 will forever be remembered for its stirring defiance and bravery. His line in the dust, just before the end, remains one of the single most dramatic gestures in American history.

On the morning of March 6, 1836 William Barret Travis was defending the breached North wall. He died at his artillery command post, defending the Alamo.

Weapons of the Alamo

Cannon

The heavy artillery in use at the time of the Alamo consisted primarily of unrifled muzzle loading cannon. The cannon were categorized by the weight of the ball that they threw. For example, the Alamo's biggest cannon was the "eighteen pounder." The weight of its cannon ball was eighteen pounds. The diameter of the barrel was about 5.2 inches. Standard cannon crews usually consisted of five men. The defenders of the Alamo had to make do with less. Once the cannon of the Alamo were placed, the great weight, averaging over 1000 pounds, made rapid redeployment very difficult.

The range of these weapons varied, but tables of fire for the period suggest that ranges of much over 600 yards required some elevation of the gun. Once the gun was elevated accuracy dropped considerably. Cannoneers of the period referred to elevated gun firing as "random firing". Santa Anna placed most of his cannon at distances of 800 to 1000 yards from the Alamo. This gave him the strong advantage of only having to hit the large target of the fort, while the defenders of the Alamo tried to hit the tiny targets that the long range cannon projected.

It wasn't long range dueling that the cannon of the Alamo primarily engaged in. It was the much more bloody and efficient use of grape and canister that caused so many Mexican casualties. Grape and canister were different versions of the same thing. Stuffing of the cannon with many small shot or shrapnel, turned a cannon into one giant shotgun, incredibly effective against massed infantry troops.

On the final day of the siege, the massed infantry troops of Santa Anna charged the cannon emplacements of the Alamo. The cannon fire was heard over twenty miles away, and the Generallissimo was able to observe the fort from the light provided by the Alamo cannon. The death and carnage among the Mexican troops was tremendous.

Rifles

The rifle most prevalent among the men of the Alamo was the famous Kentucky long rifle. The elegant 42 inch muzzle loader was accurate at ranges over 200 yards. It had put meat on the tables of pioneer America, fought the British at New Orleans and chased the Indians away from the eastern seaboard. Designed and made primarily by European immigrants in Pennsylvania, the weapon evolved as a long range hunting rifle. And a true rifle it was, spiral grooves carved into the barrel put a spin on the spherical ball and added immeasurably to the accuracy. The gun was made to order when faced with picking off advancing infantry at long range, the kind of work that it would be called upon to do at the Alamo.

When things got close and rough though, it wasn't so good. It had no design for bayonet attachment. At close quarters in the Alamo, the Kentucky long rifle was used as a wooden and steel club.

The Mexican rifle used at the siege of the Alamo, was called the "Brown Bess." It was a muzzle loading cast off of the Napoleonic wars. Smooth bore and heavy, it's accuracy was only 70 yards or less with an outside range of 140 yards. Not a good gun to be lugging 200 yards away from a man armed with a Kentucky long rifle. At close range however, it wasn't all that bad, and a Mexican soldier with fixed bayonet, in a general melee, was a formidable foe indeed.

Appendix C

The Fallen

Juan Abamillo, Texas
R. Allen, Virginia
Miles D. Andross, Texas
Micajah Autry, North Carolina
Juan A. Badillo, Texas
Peter J. Bailey, Kentucky
Issac G. Baker, Arkansas
William Charles M. Baker, Missouri
John J. Ballentine, Pennsylvania
Richard W. Ballentine, Scotland
John J. Baugh, Virginia
Joeseph Bayliss, Tennessee
John Blair, Tennessee
Samuel C. Blair, Tennessee
William Blazeby, England
James Butler Bonham, South Carolina
Daniel Bourne, England
James Bowie, Tennessee
Jesse B. Bowman,Texas
George Brown, England
James Brown, Pennsylvania
Robert Brown, Texas
James Buchanan, Alabama
Samuel E. Burns, Ireland
George D. Bulter, Missouri
Robert Campbell, Tennessee
John Cane, Pennsylvania
William R. Carey, Virginia
Charles H. Clarke, Missouri
M.B. Clark, Mississippi
Daniel William Cloud, Tennessee
Robert E. Cochran, New.Jersey
George W. Cottle, Tennessee

Henry Courtman, Germany
Lemuel Crawford, South Carolina
David Crockett, Tennessee
Robert Crossman, Massachusetts
David P. Cummings, Pennsylvania
Robert Cunningham, New York
Jacob C. Darst, Kentucky
Freeman H.K. Day
Jerry C. Day, Missouri
Squire Dayman, Tennessee
William Dearduff, Tennessee
Stephen Dennison, Ireland
Charles Despallier, Louisiana
Almeron Dickenson, Pennsylvania
John H. Dilliard, Tennessee
James R. Dimpkins, England
Lewis Duel, New York
Andrew Duvalt, Ireland
Carlos Espalier, Texas
Gregorio Esparza, Texas
Robert Evans, Ireland
Samuel B. Evans, Kentucky
James L. Ewing, Tennessee
William Fishbaugh, Texas
John Flanders, Massachusetts
Dolphin W. Floyd, North Carolina
John H. Forsyth, New York
Antonio Fuentes, Texas
Galba Fuqua, Texas
William H. Furtleroy, Kentucky
William Garnett, Virginia
James W. Garrand, Louisiana
James G. Garret, Tennesse
John E. Garvin, Texas
John E. Gaston, Kentucky
James George, Texas
John C. Goodrich, Tennessee
Albert C. Grimes, Georgia
James C. Gwynne, England
James Hannum, Texas
John Harris, Kentucky
Andrew J. Harrison,Tennessee
William B. Harrison,Ohio
Joseph M. Hawkins, Ireland
John M. Hays, Tennessee
Charles M. Heiskell, Tennessee
Thomas Hendricks
Patrick Henry Herndon, Virginia
William D. Hersee, New York
Tapley Holland, Texas
Samuel Holloway, Pennsylvania
William D. Howell, Massachusetts
William D. Jackson, Ireland
Thomas Jackson, Kentucky
Green "Benito" Jameson, Kentucky
Gordon C. Jennings, Missouri

Lewis Johnson, Wales
William Johnson, Pennsylvania
John Jones, New York
Johnny Kellog, Texas
James Kenny, Virginia
Andrew Kent, Kentucky
Joseph Kerr, Louisiana
George C. Kimball, New York
William P. King, Texas
William I. Lewis, Pennsylvania
William J. Lightfoot, Virginia
Jonathan L. Lindley, Illinois
William Linn, Massachusetts
George Washington Main, Virginia
William T. Malone, Georgia
William Marshall, Tennessee
Albert Martin, Tennessee
Edward McCafferty, Texas
Jesse McCoy, Texas
William McDowell, Pennsylvania
James Mcgee, Ireland
John McGregor, Scotland
Robert McKinney, Ireland
Eliel Melton, South Carolina
Thomas R. Miller, Virginia
William Mills, Tennessee
Issac Millsaps, Mississippi
Edward F. Mitchusson, Kentucky
Edwin T. Mitchell, Georgia
Napolean B. Mitchell
Robert B. Moore, Virginia
Wills Moore, Arkansas
Robert Musselman, Ohio
Andres Nava, Texas
George Neggan, South Carolina
Andrew M. Nelson, Tennessee
Edward Nelson, South Carolina
George Nelson, South Carolina
James NorthCross, Virginia
James Nowlin, Ireland
George Pagan, Mississippi
Christopher Parker, Mississippi
William Parks, Texas
Richardson Perry, Texas
Amos Pollard, Massachusetts
John Purdy Reynolds, Pennsylvania
Thomas H. Roberts
James Robertson, Tennessee
Issac Robinson, Scotland
James M. Rose, Virginia
Jackon J. Rusk, Ireland
Joseph Rutherford, Kentucky
Issac Ryan, Louisiana
Mial Scurlock, Louisiana
Marcus L. Sewell, England
Manson Shied, Georgia

Cleland K. Simmons, South Carolina
Andrew H. Smith Tennessee
Charles H. Smith, Maryland
Joshua G. Smith, North Carolina
William H. Smith, Texas
Richard Starr, England
James E. Stewart, England
Richard L. Stockton, Virginia
A. Spain Summerlin, Tennessee
William E. Summers, Tennessee
William D. Sutherland, Alabama
Edward Taylor, Texas
George Taylor, Texas
James Taylor, Texas
William Taylor, Tennessee
B. Archer M. Thomas, Kentucky
Henry Thomas, Germany
Jesse G. Thompson, Arkansas
John W. Thomson, North Carolina
John M. Thurston, Pennsylvania
Burke Trammel, Ireland
William Barret Travis, South Carolina
George W. Tumlinson, Missouri
Asa Walker, Tennessee
Jacob Walker, Texas
William B. Ward, Ireland
Henry Warnell, Arkansas
Joseph G. Washington, Tennessee
Thomas Waters, England
William Wells, Georgia
Issac White, Kentucky
Robert White, Gonzales
Hiram J. Williamson, Pennsylvania
David L. Wilson, Scotland
John Wilson, Pennsylvania
Antony Wolfe, England
Claiborne Wright, North Carolina
Charles Zanco, Denmark

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Jeff Lapkoff Games

Special Thanks to:

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Genus Microprogramming, for their excellent development system.

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WARNING!

If you are the type of game player that likes to figure out all the aspects of a game yourself, do not read the following until you need to!

DEFEND THE ALAMO!

Game Playing Hints

How do I get past La Villita?

The best way to drive the Mexicans out of La Villita is to sortie out as follows:

- Click on **Sortie** then select La Villita as your target.
- Select 5 of the most powerful platoons (The Tennessee Volunteers and The Rangers)
- Allocate 1 volley of gun powder and begin the sortie.
- As soon as the fire button is active, **Fire.** Depending on the level that you're playing, this should cause the Mexicans to rout.
- If the Mexicans do not rout, select **FallBack** immediately, and repeat the sortie again.
- If the Mexicans rout, let your sortie platoon continue on and reach La Villita. They will burn it down and return to the Alamo.

How do I get reinforcement to the Alamo?

Historical Variation
In the Historical Variation, Like Travis, the only reinforcement you will ever receive are some 30 men and gun powder from the colony of **Gonzales.** You must get two messengers thru to Gonzales on different siege days, to get them to come to your aid.

On the very first day of the siege, send out a messenger to Gonzales. As soon as he returns with the message that he "has found some men but they are unsure if they should help you", send another messenger out immediately! He will return with the message that help is on the way. Hold on till they arrive!

Fannin Arrives
The Fannin Arrives variation allows both the Gonzales Volunteers and Col. Fannin with some 300 men from Fort Defiance in Goliad, to reinforce the Alamo. Follow the same steps as above, but be aware that it will take three messengers to get Fannin to move to the Alamo.

Random Variation
The Random Variation works on the same principles as the above with two exceptions. The Gonzales volunteers may be located in a different colony and Col. Fannin may or may not to come to your aid.

What's the best way to take out Mexican artillery guns?

To conserve gun powder, use the sortie method. Sortie out against an artillery position and fire your rifles before you are within range (150 yrds.) of the Mexican rifles. Once the Mexicans have routed or fallen back from an artillery position, allow your sortie platoon to continue on and reach the artillery. They will destroy it and return to the Alamo. Of course you do have to be aware of the location of the roving Mexican Cavalry...

Not willing to risk being caught by the Mexican Cavalry? Use Counter Battery Fire in the daytime. The 18pdr wastes too much powder. The 12pdrs will destroy an artillery post with a single hit while lower "weight" cannon will only damage them. Note that the lower the "weight" of an Alamo cannon, the lower the chance of landing a hit on a Mexican artillery post.

Can I win? or Can The Texans hold the Alamo?

Yes!, But your *best* chance of holding the Alamo lies within the Fannin Arrives Variation. If you can hold out long enough to get Fannin and his men into the fort, this should provide the necessary man power for victory. I have won the game without Fannin on the Normal difficulty level, but the margin between "Victory or Death" was razor sharp.

The most important tips for victory in Defend The Alamo!, are to not allow your walls to be breached, and at the very least, to get the Gonzales Volunteers into the Alamo.

Remember The Alamo!

If you have any further questions send them along with an SASE to:

Incredible Simulations, Inc.
Attn. DTA! Hints
7115 W. North Avenue, Suite 187
Oak Park, Illinois 60302

You can also reach us on-line at the following addresses:

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